

**TAITO**<sup>TM</sup>

# RENEGADE<sup>TM</sup>

*GAME PLAY INSTRUCTIONS*

## DISK LOADING INSTRUCTIONS

### AMIGA 500 USERS

Turn on the computer. When the Workbench symbol appears, insert the game diskette into the internal drive with the label facing up. The game will load automatically.

### AMIGA 1000 USERS

Turn on the computer. Insert your Kickstart disk. When the Workbench symbol appears, insert the game diskette into the internal drive with the label facing up. The game will load automatically.

## CONTROLS

**\* IMPORTANT \* Plug the joystick into Port 2 before starting the game.**

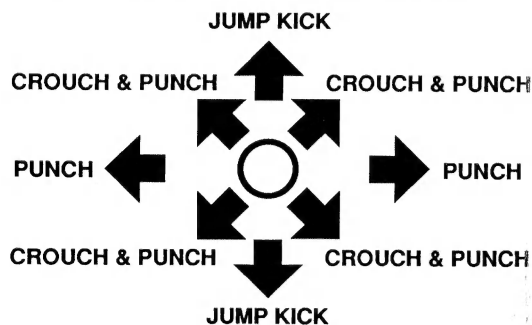
This game uses a joystick.

Press the **FIRE BUTTON** to start the game.

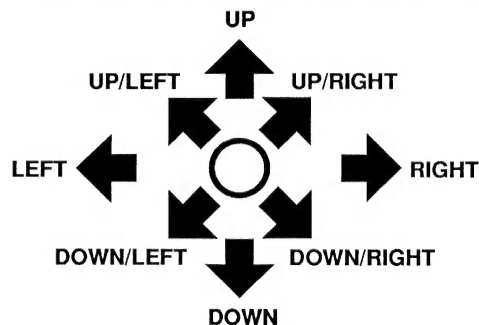
**During game play:**

Move the joystick to make Renegade travel in eight different directions:

### JOYSTICK WITH FIRE BUTTON



### JOYSTICK WITHOUT FIRE BUTTON



Press the fire button and keep the joystick centered to make Renegade kick backwards.

Press **F1** to turn the music on/off.

Press **F2** to pause the game; press the **FIRE BUTTON** to resume play.

## GAME PLAY

Renegade has five levels: Subway; Pier; Sleazy Street; Mean Street; and Mr. Big's hideout. On each level you will meet a gang of armed and unarmed assailants. You must defeat the gang's leader to complete the level.

Energy levels for Renegade and the gang leader are displayed at the top of the screen. A knock-down decreases energy by one point. A zero energy reading spells defeat. The gang leader won't join the fight until the gang members are about to lose.

In **Level I**, you are attacked by a gang of vicious thugs. You must "punch" or "kick" your assailants to defeat them, (each one must be knocked to the ground twice). You can jump on top of them when they hit the ground the first time; a few quick blows will finish the job.

In **Level II**, you confront a gang of bikers on the pier. The level starts with four attackers on motorcycles who try and run you over. A flying kick will knock them off their motorcycles. Once they're defeated, watch out for the other Angels of Death.

**Level III** takes place in the sleazy downtown streets, where a group of female marauders hang out. A number of these "ladies" wield whips and clubs. Keep an eye out for "Big Bertha"!

**Level IV** is comprised of razor wielding thugs. Avoid the razors at all costs and watch your back!

Defeat Mr. Big and his skinhead guards at level five. Gorgeous Lucy will be waiting for you if you survive! But your time with her will be very short, because the action starts again - only this time the fight is tougher than before. Each level has a time limit and you lose a life if the gang leader isn't defeated.

### There are various ways of attacking your assailant:



*Punching*



*Punching a  
floored assailant*



*Flying Kick*



*Back Kick*

## STATUS AND SCORING

Remaining lives, current score, high score, and current strength are displayed at the top of the screen.

Punches	100 points
Back Kicks	150 points
Flying Kicks	200 points

## BONUS ITEMS

Capture these special bonuses to help you win the fight:

<b>HEART</b>	Gives you an extra life.
<b>HAMBURGER</b>	Restores your energy level to normal.

## HINTS AND TIPS

- Keep moving.
- Opponents can be made to fall off the edge of the playing area in levels one and two. But so can you!
- Defeat the most dangerous opponents first (e.g. weapons carriers).
- In Level III, avoid Big Bertha until all her "lady friends" are defeated.
- Don't stand in Mr. Big's line of fire!

***! GOOD LUCK - YOU'LL NEED IT !***